



Victorian Certificate of Education 2012

SUPERVISOR TO ATTACH PROCESSING LABEL HERE

STUDENT NUMBER

Letter

Figures

Words

MEDIA

Written examination

Monday 19 November 2012

Reading time: 3.00 pm to 3.15 pm (15 minutes)

Writing time: 3.15 pm to 5.15 pm (2 hours)

QUESTION AND ANSWER BOOK

Structure of book

<i>Section</i>	<i>Number of questions</i>	<i>Number of questions to be answered</i>	<i>Number of marks</i>
A	3	3	24
B	3	3	20
C	4	4	21
			Total 65

- Students are permitted to bring into the examination room: pens, pencils, highlighters, erasers, sharpeners and rulers.
- Students are NOT permitted to bring into the examination room: blank sheets of paper and/or white out liquid/tape.
- No calculator is allowed in this examination.

Materials supplied

- Question and answer book of 15 pages.
- Additional space is available at the end of the book if you need extra paper to complete an answer.

Instructions

- Write your **student number** in the space provided above on this page.
- Answer **all** questions in the spaces provided.
- All written responses must be in English.

Students are NOT permitted to bring mobile phones and/or any other unauthorised electronic devices into the examination room.

10 marks

**END OF SECTION A
TURN OVER**

SECTION B – Media texts and society’s values

Name the texts that you studied for media texts and society’s values this year.

Question 1

a. Describe a value held in society that you studied this year.

2 marks

b. Explain the effect of this value on the production of a media text that you studied this year.

2 marks

Question 2

a. Describe a social issue or discourse that is evident in media texts that you studied this year.

2 marks

Question 3

Cheryl Olson [is] a clinical assistant professor at Harvard Medical School and author of the book, 'Childhood: The Surprising Truth About Violent Video Games and What Parents Can Do,' . . . Her years of research on the effects of electronic games on preteens and teens led her to one prevailing thought. 'Playing video games is normal kid behavior. If you're an otherwise good kid with a balanced life with friends and you take out the trash and are generally respectful, these games will not negatively impact you,' Olson said.

Source: Gabriel Perna, International Business Times online, 17 September 2010

- a. Explain how a communication theory or model applies to the above extract.

You may use this space to illustrate your response.

2 marks

- b. What is the major assumption on which the communication theory or model you mentioned in **part a.** is based?

2 marks

